

## **Part I: Initial Setup (Assumes working android development environment)**

- 1) Download google\_play\_services with the android sdk manager
- 2) mkdir <project>...OpenTreeMap-Android/OpenTreeMap/extern
- 3) copy google-play-services\_lib from  
<android-sdks>/extras/google/google\_play\_services/libproject/google-play-services\_lib/ to  
extern.
- 4) Include this project in your workspace
- 5) Reference this project in your OpenTreeMap project settings. (Should already be done if you use the "extern" path above.

## **Part II: Clone the ExampleApp**

**Goal: be able to run the bare app without map and otm tile layers.**

- 1) Clone the example project
- 2) rename src/org.example.opentreemap to org.yourorg.project
- 3) change all references to org.example.opentreemap in AndroidManifest.xml to org.yourorg.project
- 4) Change the app name in res/values/strings
- 5) Launch the app. You should see the splash screen and the main interface but no map.

## **Part III: Create debug Google Maps API Key.**

**Goal: Google basemap working in debug build**

- 1) Create debugging key. <https://code.google.com/apis/console/>  
I have one project called API Project, with keys set up using my android developer cert, one for each project.
- 2) Add appropriate stanzas to buildconf.json (The example buildconf has "example" entries for each stanza. Put in an entry for your new app. Right now you don't have to worry about the

production keys.

3) Add a function to OpenTreeMap-Android/build/fabfile.py that sets the environment to your app. (Look at the function definition for ptm() as an example.

4) run, the following command to install the debugging api key

```
fab newapp debug install_gmap_api_key
```

## Part IV Styling Your App

### Goal: Custom app icons, custom color theme

1) Replace the following files with your own custom resources

/res/drawable-<level>/app\_icon.png

The app icon.

/res/drawable-<level>/btn\_danger\_9.png

The background image for the cancel buttons.

/res/drawable-<level>/btn\_primary\_9.png

The background image for the main buttons.

/res/drawable-<level>/ic\_<menu-item>\_active.png

The icon for the full color, highlighted version of a menu item.

2) Customize the colors in /res/values/colors.xml

## Part V Server Settings

**Goal: Working tree overlays on the main map page. Working API connection for tree details.**

1) Edit the values in res/values/defaults and use the appropriate values for your back-end setup.

## Part VI Menu Settings

**Goal: Properly configure filters (the options that show up on the filter/search page) and choices (the mapping of database values to select/options in the interface.)**

1) Edit res/raw/configuration.xml and remove unwanted filters, or alter the display by changing

the "name" field.

2) In that same file you will need to add a "choices" stanza that corresponds to your back end configuration.

```
cd OpenTreeMap-Android/OpenTreeMap/build
```

```
fab convert_choices_to_xml <path to choices.py from backend configuration>
```

(copy and paste xml into res/raw/configuration.xml)

2b) Currently, you need to manually add the following field to the "Tree Info" field group:

```
<fieldkey="dynamic-cirumference" label="Circumference (in) "minimumToEdit="0"  
  keyboard="numberDecimal" editViewOnly="true"/>
```